

## THE CLAIMS

1. (Currently amended) A system supporting concurrent consumption of media from multiple sources, the system comprising:

a first television in a first home;

a first storage in the first home that stores a first media, and having a first network protocol address;

a second television in a second home;

a second storage in the second home, the second storage having a second network protocol address;

at least one server for storing and distributing 3<sup>rd</sup> party media;

a communication network; and

~~server~~ first software that maintains a user defined association of the first and second network protocol addresses, that receives a request that identifies one of the associated first and second network protocol addresses and responds by identifying the other of the associated first and second network protocol addresses to support delivery via the communication network of the 3<sup>rd</sup> party media from the at least one server, and the first media from the first storage, to the second home, and the 3<sup>rd</sup> party media from the at least one server, to the first home, for concurrent consumption of the 3<sup>rd</sup> party media by the first television, and the 3<sup>rd</sup> party media and the first media by the second television; and

second software configured to enable a user at the first home to construct, at the first home, at least one user defined media channel, the second software also configured to enable closed and secure communication of the at least one user defined media channel to others within

a user defined group that are at separate and distinct locations from the first home, in a peer-to-peer manner, from the first home.

2. (Previously presented) The system of claim 1 wherein the first media comprises one or more of audio, a still image, video, and/or data.

3. (Original) The system of claim 2 wherein the first media is real-time video.

4. (Previously presented) The system of claim 1 wherein the 3<sup>rd</sup> party media comprises one or more of audio, a still image, video, and/or data.

5. (Previously presented) The system of claim 1 wherein the first and second network protocol addresses are one of an Internet protocol (IP) address, a media access control (MAC) address, or an electronic serial number (ESN).

6. (Previously presented) The system of claim 1 wherein the at least one server comprises one or more of a 3<sup>rd</sup> party media provider, a 3<sup>rd</sup> party service provider, and/or a broadband head end.

7. (Previously presented) The system of claim 1 wherein the communication network comprises one or more of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and/or a wireless infrastructure.

8. (Original) The system of claim 7 wherein the communication network is the Internet.

9. (Previously presented) The system of claim 1 wherein the consuming comprises one or more of playing digitized audio, displaying a still image, displaying video, and/or displaying data.

10. (Original) The system of claim 1 further comprising:  
at least one first media peripheral communicatively coupled to the first storage.

11. (Previously presented) The system of claim 10 wherein the at least one first media peripheral comprises one or more of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

12. (Original) The system of claim 1 further comprising:  
at least one second media peripheral communicatively coupled to the second storage; and  
the server software supporting delivery of the second media from the second storage to the first home for concurrent consumption of the 3<sup>rd</sup> party media and the second media by the first television display.

13. (Previously presented) The system of claim 12 wherein the at least one second media peripheral comprises one or more of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

14. (Original) The system of claim 1 further comprising a media guide interface for displaying media availability.

15. (Currently amended) A system supporting concurrent consumption of media from multiple sources, the system comprising:

a first storage in a first home that stores a first media, and having a first protocol address;

a second television in a second home, and having a second protocol address;

at least one server for storing and distributing 3rd party media;

set top box circuitry, in the first home, communicatively coupled to deliver the first media from the first storage to the second television concurrent with consumption, at the first home, of at least the 3<sup>rd</sup> party media;

a communication network; and

~~server~~ first software that maintains a user defined association of the first and second protocol addresses, that receives a request that identifies one of the associated first and second protocol addresses and responds by identifying the other of the associated first and second protocol addresses to support delivery via the communication network of the 3rd party media from the at least one server and the first media from the first storage, to the second television for concurrent consumption of the 3rd party media and the first media; and

second software configured to enable a user at the first home to construct, at the first home, at least one user defined media channel, the second software also configured to enable closed and secure communication of the at least one user defined media channel to others within a user defined group that are at separate and distinct locations from the first home, in a peer-to-peer manner, from the first home.

16. (Previously presented) The system of claim 15 wherein the first media comprises one or more of audio, a still image, video, and/or data.

17. (Original) The system of claim 15 wherein the first media is real-time video.
18. (Previously presented) The system of claim 15 wherein the 3rd party media comprises one or more of audio, a still image, video, and/or data.
19. (Previously presented) The system of claim 15 wherein the first and second protocol addresses are one of an Internet protocol (IP) address, a media access control (MAC) address, or an electronic serial number (ESN).
20. (Previously presented) The system of claim 15 wherein the at least one server comprises one or more of a 3rd party media provider, a 3rd party service provider, and/or a broadband head end.
21. (Previously presented) The system of claim 15 wherein the communication network comprises one or more of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and/or a wireless infrastructure.
22. (Original) The system of claim 21 wherein the communication network is the Internet.
23. (Original) The system of claim 15 further comprising:  
  
at least one first media peripheral communicatively coupled to the first storage.
24. (Previously presented) The system of claim 23 wherein the at least one first media peripheral comprises one or more of a digital camera, a digital camcorder, a television, a

personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

25. (Currently amended) A system supporting concurrent consumption of media from multiple sources, the system comprising:

a first storage in a first home that stores a first media;

a second television in a second home;

at least one server for storing and distributing 3rd party media;

set top box circuitry, in the second home, communicatively coupled to receive the first media from the first storage and the 3<sup>rd</sup> party media from the at least one server, for concurrent consumption by the second television;

a communication network; and

~~server~~ first software that coordinates delivery via the communication network of the first media from the first storage and the 3rd party media from the at least one server to the set top box circuitry; and

second software configured to enable a user at the first home to construct, at the first home, at least one user defined media channel, the second software also configured to enable closed and secure communication of the at least one user defined media channel to others within a user defined group that are at separate and distinct locations from the first home, in a peer-to-peer manner, from the first home.

26. (Previously presented) The system of claim 25 wherein the first media and the 3<sup>rd</sup> party media comprise one or more of audio, a still image, video, and/or data.

27. (Previously presented) The system of claim 25 wherein the communication network comprises one or more of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and/or a wireless infrastructure.

28. (Currently amended) The system of ~~claim 25~~ claim 25 further comprising:  
  
at least one media peripheral communicatively coupled to the first storage, the at least one media peripheral comprising one or more of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

29. (Original) The system of claim 25 further comprising a media guide interface for displaying and coordinating media availability.

30. (Currently amended) A system supporting concurrent consumption of media from multiple sources, the system comprising:

set top box circuitry, in a second home, communicatively coupled to receive first media from a first storage located in a first home and to receive 3<sup>rd</sup> party media from at least one server, for concurrent consumption by a second television in the second home;

first software that coordinates delivery via a communication network of the first media from the first storage and the 3<sup>rd</sup> party media from the at least one server to the set top box circuitry; and

second software configured to enable a user at the first home to construct, at the first home, at least one user defined media channel, the second software also configured to enable

closed and secure communication of the at least one user defined media channel to others within a user defined group that are at separate and distinct locations from the first home, in a peer-to-peer manner, from the first home.

31. (Previously presented) The system of claim 30 wherein the first media and the 3<sup>rd</sup> party media comprise one or more of audio, a still image, video, and/or data.

32. (Previously presented) The system of claim 30 wherein the communication network comprises one or more of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and/or a wireless infrastructure.

33. (Previously presented) The system of claim 30 further comprising:  
  
at least one media peripheral communicatively coupled to the first storage, the at least one media peripheral comprising one or more of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

34. (Previously presented) The system of claim 30 further comprising a media guide interface for displaying and coordinating media availability.

35. (Currently amended) A system supporting concurrent consumption of media from multiple sources, the system comprising:

at least one server for storing and distributing 3<sup>rd</sup> party media; and



first software that maintains a user defined association of a first network protocol address of a first storage in a first home and second network protocol address of a second storage in a second home, the first software configured to receive a request that identifies one of the associated first and second network protocol addresses and respond by identifying the other of the associated first and second network protocol addresses to support delivery via a communication network of the 3<sup>rd</sup> party media from the at least one server, and the first media from the first storage, to the second home, and the 3<sup>rd</sup> party media from the at least one server to the first home, for concurrent consumption of the 3<sup>rd</sup> party media by a first television at the first home and the 3<sup>rd</sup> party media and the first media by a second television at the second home; and

second software configured to enable a user at the first home to construct, at the first home, at least one user defined media channel, the second software also configured to enable closed and secure communication of the at least one user defined media channel to others within a user defined group that are at separate and distinct locations from the first home, in a peer-to-peer manner, from the first home.

36. (Previously presented) The system of claim 35 wherein the first media comprises one or more of audio, a still image, video, and/or data.

37. (Previously presented) The system of claim 36 wherein the first media is real-time video.

38. (Previously presented) The system of claim 35 wherein the 3<sup>rd</sup> party media comprises one or more of audio, a still image, video, and/or data.

39. (Previously presented) The system of claim 35 wherein the first and second network protocol addresses are one of an Internet protocol (IP) address, a media access control (MAC) address, or an electronic serial number (ESN).

40. (Previously presented) The system of claim 35 wherein the at least one server comprises one or more of a 3<sup>rd</sup> party media provider, a 3<sup>rd</sup> party service provider, and/or a broadband head end.

41. (Previously presented) The system of claim 35 wherein the communication network comprises one or more of a cable infrastructure, a satellite network infrastructure, a digital subscriber line (DSL) infrastructure, an Internet infrastructure, an intranet infrastructure, a wired infrastructure, and/or a wireless infrastructure.

42. (Previously presented) The system of claim 41 wherein the communication network is the Internet.

43. (Previously presented) The system of claim 35 wherein the consumption comprises one or more of playing digitized audio, displaying a still image, displaying video, and/or displaying data.

44. (Previously presented) The system of claim 35 further comprising:  
at least one first media peripheral communicatively coupled to the first storage.

45. (Previously presented) The system of claim 44 wherein the at least one first media peripheral comprises one or more of a digital camera, a digital camcorder, a television, a

personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

46. (Previously presented) The system of claim 35 further comprising:  
at least one second media peripheral communicatively coupled to the second storage; and  
the software supporting delivery of the second media from the second storage to the first home for concurrent consumption of the 3<sup>rd</sup> party media and the second media.

47. (Previously presented) The system of claim 46 wherein the at least one second media peripheral comprises one or more of a digital camera, a digital camcorder, a television, a personal computer, a CD player, a home juke-box, a mobile multi-media gateway, a multi-media personal digital assistant, a DVD player, a tape player, and/or a MP3 player.

48. (Previously presented) The system of claim 35 further comprising a media guide interface for displaying media availability.